

FORM PTO-1449	Atty. Docket No.: M61.12-0534	Appl. No.: 10/698,909
LIST OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT	First Named Inventor:	
	Wang	
	Filing Date	Group Art:
	October 31, 2003	2628

U.S. PATENT DOCUMENTS

Examiner Initial	Document No.	Date	Name	Class	Sub Class	Filing Date If Appropriate
	AA					
	AB					
	AC					
	AD					
	AE					
	AF					
	AG					
	AH					
	AI					
	AJ					
	AK					

FOREIGN PATENT DOCUMENTS

	Document No.	Date	Country	Class	Sub Class	Translation Yes No
	AL					
	AM					
	AN					

OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

SB	AO	Becker, B.G. and Max, N.L. 1993. "Smooth transitions between bump rendering algorithms" Computer Graphics (SIGGRAPH '93 Proceedings), 183-190.
	AP	Blinn, J.F. 1978. "Simulation of wrinkled surfaces" Computer Graphics (SIGGRAPH '78 Proceedings) 12, 3, 286-292.
	AQ	Cook, R.L. 1984. "Shade trees" Computer Graphics (SIGGRAPH '84 Proceedings) 18, 1, 1-34.
	AR	Dana, K.J., Nayar, S.K., Van Ginneken, B., and Koenderink, J.J. 1999. "Reflectance and texture of real-world surfaces" ACM Transactions on Graphics 18, 1, 1-34.
↓	AS	Doggett, M., and Hirche, J. 2000. Adaptive view dependent tessellation of displacement maps. Eurographics Workshop on Graphics Hardware, 55-66.

SB	AT	Gumhold, S., and Huttner, T. 1999. "Multiresolution rendering with displacement mapping" Eurographics Workshop on Graphics Hardware, 59-66.
	AU	Heidrich, W., Daubert, K. Kautz, J., and Seidel, H.P. 2000. "Illuminating micro geometry based on precomputed visibility" Computer Graphics (SIGGRAPH '00 Proceedings), 455-464.
	AV	Kautz, J. and Seidel, H.P. 2001. "Hardware accelerated displacement mapping for image based rendering" Graphics Interface, 61-70.
	AW	Koenderink, J.J. and Doorn, A.J.V. 1996. "Illuminance texture due to surface mesostructure" Journal of the Optical Society of America 13, 3, 452-463.
	AX	Lensch, H.P.A, Daubert, K. and Seidel, H.P. 2002. "Interactive semitransparent volumetric textures" Proc. Vision, Modeling and Visualization, 505-512.
	AY	Malzbender, T., Gelb, D., and Wolters, H. 2001. "Polynomial texture maps" Computer Graphics (SIGGRAPH '01 Proceedings) (August).
	AZ	Max, N. 1988. "Horizon mapping: shadows for bump-mapped surfaces" The Visual Computer 4, 2, 109-117.
	BA	Meyer, A., and Neyret, F. 1998. "Interactive volumetric textures" Eurographics Workshop on Rendering, 157-168.
	BB	Oliveira, M.M., Bishop, G. and McAllister, D. 2000. "Relief texture mapping" Computer Graphics (SIGGRAPH '00 Proceedings), 359-368.
	BC	Patterson, J.W., Hoggar, S.G., and Logie, J.R. 1991. "Inverse displacement mapping" Computer Graphics Forum 10, 2, 129-139
	BD	Pharr, M. and Hanrahan, P. 1996. "Geometry caching for ray-tracing displacement maps" Eurographics Workshop on Rendering, 31-40
	BE	Schaufler, G. and Priglinger, M. 1999. "Efficient displacement mapping by image warping" Eurographics Workshop on Rendering, 175-186.
	BF	Sloan, P.P. and Cohen, M.F. 2000. "Interactive horizon mapping" Eurographics Workshop on Rendering (June) 281-286
	BG	Smits, B., Shirley, P. and Stark, M.M. 2000. "Direct ray tracing of displacement mapped triangles" Eurographics Workshop on Render, 307-318.
✓	BH	Cook, R.L., Carpenter, L. and Catmull, E. 1987. "The reyes image rendering architecture" Computer Graphics (SIGGRAPH '87 Proceedings) 95-102.
EXAMINER: /Said Broome/		DATE CONSIDERED: 12/05/2006

EXAMINER: Initial if citation considered, whether or not citation is in conformance with MPEP 609; draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.